TURN ELEMENTS

PROTOCOLS → **MOVEMENT** ↔ **ACTIONS** ↔ **FREE ACTIONS**

PROTOCOLS
Only usable before actions and movement.

MOVEMENT
Move up to **your Speed.** May break up movement before / after / around actions, but not during actions.

ACTIONS
Make **either**
2 QUICK Actions
1 FULL Action
No repeats per round, unless noted.

FREE ACTIONS
Usable anytime during your turn.

OVERCHARGE

1/your turn anytime, break the normal rules to make or repeat an **extra Quick Action** [as a free action].

Each Overcharge costs an increasing amount of **Heat.**
[Reset on Full Repair]

1 › 1d3 › 1d6 › 1d6+4

ATTACK

MELEE LOS/THREAT
RANGED LOS/RANGE +COVER +ENGAGEMENT

1d20 +GRIT +/-d6 KEEP HIGHEST VS EVADE

TECH

LOS/SENSORS

TECH ATTACKS:
1d20 +T.ATK +/-d6 KEEP HIGHEST VS E.DEF

GENERAL

LOS

Deploying mines, drones, etc. is usually, and by default, a Quick Action.

SKIRMISH

MELEE OR RANGED
Attack with **1 weapon*.**
To attack more, use a **Barrage.**

BARRAGE

<FULL> MELEE OR RANGED
Attack with **2 weapons*.**
(You can't move between the attacks).
Or, use **1 Superheavy** weapon.

* +unfired Aux on mount(s)

LOCK ON

Inflict the **Lock-On condition.**
(Any attack can consume a hostile target's Lock-On for **+1 Accuracy**).

INVADE

TECH ATTACK
Inflict **2 Heat** and an **Invasion effect.**

1 DEFAULT EFFECT:
FRAGMENT SIGNAL
Target is **Impaired + Slowed** until the end of their next turn.

BOOST

Get **extra movement** up to your **Speed.**

STABILIZE

<FULL>
[1] CHOOSE ONE:
- Clear all **Heat** and Exposed.
- Restore all **HP,** costs 1 Repair Point.

[2] CHOOSE ANOTHER:
- **Reload** all loading weapons.
- Clear all **Burn.**
- Clear **a Condition** on yourself or an adjacent ally.

WEAPONLESS ATTACKS

RAM

ADJACENT/MELEE
If target is ≤ size: Inflict 1 knockback and/or **Prone.**
(Slowed, all terrain difficult, +1 Accuracy when targeted).

IMPROV. ATTACK

<FULL> ADJACENT/MELEE
Attack without a weapon. Deals **1d6 Kinetic.**

GRAPPLE

ADJACENT/MELEE
ALL: Can't Boost or React.
SMALLER: Immobilized/dragged by larger character's movement.

SAME SIZES
Initiator starts with 'larger' status.
PROTOCOL d20 +HULL VS d20 +HULL
Cont. Hull Check for 'larger' status.

TO END GRAPPLE
Any Forced Movement/Knockback.
INITIATOR
FREE — Let go.
DEFENDER
QUICK d20 +HULL VS d20 +HULL
Cont. Hull Check to break grapple.

SCAN

Ask GM for one:
- Full Stats
- One piece of hidden info
- All generic/ public info

BOLSTER

Grant a mech **+2 Accuracy** on their next **Check** or **Save.**
(Until end of their next turn. Can't be stacked.)

QUICK TECHS

FULL TECH

<FULL> VARIOUS
Use/repeat 2 Quick Techs as one action (you can't move between the techs). Or, use one system with the Full Tech tag.

DISENGAGE

<FULL>
The rest of your turn **ignores Engagement** and doesn't provoke **Reactions.**

HIDE

If in Hard Cover, out of LOS, or Invisible: become **Hidden:** you can't be personally targeted.
(AOE attacks/effects may still hit you.)

SEARCH

SENSORS/CHECK
d20 +SYS VS d20 +AGI
Reveal a **Hidden character.**

SKILL CHECK

<FULL> CHECK
d20 +HASE +SKILL VS 10
Use Mech HASE or a Pilot Skill to take significant action outside normal combat rules.

PREPARE

Pick a move/action trigger and an unused quick action to turn it into a **Reaction** until your next turn.
Using any other re/actions drops your prepared reaction.
Prepared reactions always resolve after the trigger.

REACT

MAX 1 REACTION/TURN

Unless specified, reactions take effect **after** their trigger resolves.

OVER WATCH

1/ROUND
ENEMY STARTS MOVEMENT INSIDE YOUR THREAT
Immediately Skirmish against them with the threatening weapon.
(All weapons default to 1 Threat.)

BRACE

1/ROUND
HIT BY ATTACK
Resist (halve) the **damage/ heat/burn.** Until the end of your next turn, attacks against you have +1 Difficulty, but you get only 1 quick action. (Can't react, free act, or standard-move.)

H	HULL
A	AGILITY
S	SYSTEMS
E	ENGINEERING

YOUR SAVES THEIR
d20 +HASE VS SAVE TARGET

CHECKS
d20 +HASE VS 10

CONTESTED CHECKS
d20 +HASE VS d20 +HASE

EMERGENCY PILOT

Your pilot and mech share a pool of [1 movement] + [2 Quick/1 Full actions], unless your mech is under AI control.

IN CASE OF REACTOR STRESS

UPON EXCEEDING HEAT CAP:
LOSE 1 STRESS POINT.
EMPTY HEAT CAP, CARRY EXCESS HEAT.
MAKE REACTOR STRESS ROLL.

D6 | PER MISSING STRESS | KEEP LOWEST

STRESS REMAINING		
5-6		IMPAIRED UNTIL END OF YOUR NEXT TURN
2-4		EXPOSED UNTIL MANUALLY CLEARED
1	3+	EXPOSED UNTIL MANUALLY CLEARED
	2	1d20 +ENGI vs 10+ / 9-
		MELTDOWN AT END OF YOUR NEXT 1D6 TURNS
	1	MELTDOWN
MULTI 1S		AT END OF YOUR NEXT TURN
LOSS OF LAST STRESS		

REACTOR MELTDOWN

Your mech explodes. It is annihilated, and anyone inside dies.

Blast 2:
4D6 ✷ Explosive

d20 +AGI vs SAVE TARGET

Agility Save for Half Damage.

FULL* CHECK
d20 +ENGI vs 10
To prevent meltdown.

*misprinted in the core book as a "free action".

After Structure or Stress roll, **if flying:**
d20 +AGI vs 10
to avoid Falling.

IN CASE OF STRUCTURE DAMAGE

UPON LOSS OF ALL HP:
LOSE 1 STRUCTURE POINT.
REFILL HP, CARRY EXCESS DAMAGE.
MAKE STRUCTURE DAMAGE ROLL.

D6 | PER MISSING STRUCTURE | KEEP LOWEST

STRUCTURE REMAINING		
5-6		IMPAIRED UNTIL END OF YOUR NEXT TURN
2-4	1D6 4-6	DESTROY A SYSTEM
	1D6 1-3	DESTROY A WEAPON MOUNT
1	3+	STUNNED UNTIL END OF YOUR NEXT TURN
	2	1d20 +HULL vs 10+ / 9-
	1	DESTROYED
MULTI 1S		WRECK: HARD COVER +DIFFICULT TERRAIN OBJECT
LOSS OF LAST STRUCTURE		

REPAIRS

DURING A REST (1+ HOUR(S) OF DOWNTIME):
CLEAR ALL HEAT, STATUSES, CONDITIONS.
RESTORE HALF PILOT HP.
SPEND REPAIR POINTS AT THE FOLLOWING COSTS:

- **1** Restore Mech to **full HP.**
- **1** Restore 1 destroyed **System** or **Weapon.**
- **2** Restore 1 **Structure** or **Stress.**
- **4** Repair a **Destroyed Mech** to 1 Structure, 1 Stress, full HP. (Allies may donate Repair Points for this. It doesn't restore weapons or systems.)

FULL REPAIR

DURING A LONG REST (10+ HOURS OF DOWNTIME):
Fully restore/ reset/ reprint mech.

SELF-DESTRUCT

Set a countdown to the **end of** one of your **next 3 turns**, when your mech will have a **Reactor Meltdown** (unless it's destroyed first).

DISMOUNT

<FULL>

Exit your mech as a **Pilot.**

EJECT

As a Pilot, **fly 6 spaces** in a line out and away from your mech.

Your mech is **Impaired**, and it **can't eject again**, until you perform a Full Repair.

SHUT DOWN

Clear all Heat and Exposed. End any AI Cascades. End all effects caused by Tech Actions.

A Shut Down mech is **Stunned + immune to Tech,** until Boot Up.

BOOT UP

<FULL>

Clear the Shut Down status.

FIGHT

<FULL> MELEE OR RANGED

Attack with a **Pilot Weapon.**

RELOAD

Reload a Loading pilot weapon.

MOUNT

<FULL> ADJACENT MECH

Enter your Mech.

Allied mechs/vehicles may also let you aboard.

JOCKEY

<FULL> ADJACENT CHECK
d20 +GRIT vs d20 +HULL

Ride a mech, sharing its space. Do 1; May do 1 as a Full Action on subsequent turns:

- **2** Heat
- **4** Kinetic
- **Impaired + Slowed** until end of their next turn.

TO END JOCKEY
PILOT FREE
Let go.
MECH FULL
d20 +HULL vs d20 +GRIT
Contested Check to shake you off.

INHERITED FROM MECH ACTIONS

BOOST

Get **extra movement** up to your **speed.**

DISENGAGE

<FULL>

The rest of your turn **ignores Engagement** and doesn't provoke **Reactions.**

HIDE

If in Hard Cover, out of LOS, or Invisible: Become **Hidden:** you can't be personally targeted.

(AOE attacks/effects may still hit you.)

SEARCH

RANGE 5 CHECK
d20 +GRIT vs d20 +AGI

Reveal a **Hidden** character in Range 5.

SKILL CHECK

<FULL> CHECK
d20 +GRIT vs 10

Use a Pilot Skill Trigger to take significant action outside normal combat rules.

PREPARE

Pick a move/action trigger to turn an unused action in to a **Reaction** until the start of your next turn.

OVER WATCH

REACT 1/ROUND

When an enemy starts movement inside your **Threat,** immediately **Fight** against them with the threatening weapon.

CHECKS & SAVES
HASE → GRIT

IN CASE OF INJURY

UPON LOSING ALL PILOT HP

1D6

6	Return to 1 HP.
5-2	Down and Out: Die if hit, unconscious + Stunned. Regain 1/2 HP next rest. Or, voluntarily die.
1	Death.

ACTION RULES

LOS

LINE OF SIGHT

All actions require **L**ine **O**f **S**ight, along any line, edge-to-edge. Big terrain breaks LOS.

OBJECTS ✓
If size = character, peek around

1 EDGE ✓

NO EDGE ✗

ROLLS

1d20 +MODIFIER ⊕/⊖d6 KEEP HIGHEST vs TARGET NUMBER

⊕ ACCURACY: +d6.
⊖ DIFFICULTY: -d6.
Stacks, Keep Highest 1. Accuracy and Difficulty cancel 1:1 before rolling.

Meets beats.

CRITICAL HIT on result **20+** (including accuracy/difficulty). **Critical Attacks:** roll 2X damage dice, keep highest X.

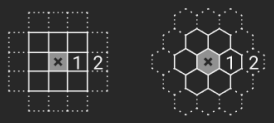
"1d3": Roll 1d6, result/2. — **Halving:** Always round up.

AOE

AREA OF EFFECT PATTERNS

BLAST
Emanates and draws LOS + Cover from a space in range.

BURST
Emanates from a character (doesn't hit them).



CONE
X long, 1-to-X wide.

LINE
Radial length X line, targeting X total spaces.

AOE Attacks: roll for each target. On multiple hits, 1 damage roll is applied to all hit targets, with **half Bonus Damage**.

WEAPONS

RANGED WEAPON DIFFICULTY

Ranged Weapons take Difficulty from **Engagement** and **Cover**. Cover is measured **center-to-center** between any 2 occupied spaces. Terrain features provide cover.

SOFT COVER 1
foe visually obscured

HARD COVER 2
foe adjacent to barrier ≥ their size

ENGAGED 1
foe(s) adjacent to attacker

Depending on the terrain/object, someone in Cover may be able to shoot over or through it without difficulty.

Characters normally can't take cover behind other characters.

WEAPON SIZES

[AUX] (AUXILIARY)
Before or after any weapon attack, you may **also** attack with an **Auxiliary weapon** on the **same mount,** if the Aux weapon hasn't already been fired during that action.

These secondary Aux attacks **never** deal **Bonus Damage.**

[MAIN]

[HEAVY]

[SUPERHEAVY]
Occupies 1 Heavy + 1 other mount. Takes a Barrage to fire alone. Can't Overwatch.

Usually, you can think of a Skirmish as firing 1 mount, and a Barrage as firing 2 mounts.

DAMAGE

DAMAGE TYPES

KINETIC
ENERGY
EXPLOSIVE
BURN
AP, accrues.
End of Turn: ENGI check.
d20 +ENGI vs 10
Succeed: Clear all burn.
Fail: take AP damage equal to accrued burn.

HEAT
Characters with no Heat Cap (Humans, Drones, etc.) take Energy damage instead.

Bonus Damage is granted by some traits and systems.
If untyped, choose a type to inherit from the weapon used.

WEAPON TAGS

ACCURATE
+1 Accuracy.

INACCURATE
+1 Difficulty.

ARCING
Doesn't require LOS, but still effected by cover. Requires a(ny) path to target.

SEEKING
Ignores LOS and Cover, only needs a(ny) path to the target.

SMART
Attack with +Grit versus E.DEF instead of versus EVADE.
(Targets without E.DEF default to E.DEF 8.)

ORDNANCE
Only usable on your first action and before movement (but after protocols).
Can't hit Engaged (adjacent) characters, can't Overwatch.

LOADING
Must be Reloaded to be used again (via Stabilize, etc.).

LIMITED (X)
Only usable X times between Full Repairs. When out of charges, can't be destroyed. Only repairable via Full Repair.

THROWN (X) [melee]
Can attack at range X, affected by Cover (but not Engagement). Lands anywhere adjacent to target; can't be used again until picked up, by moving over/adjacent to it.

AP: ARMOUR PIERCING
Ignores Armour (but not other reductions).

RELIABLE (X)
Deal X damage on miss.

KNOCKBACK (X)
May knock the target directly away up to X spaces. Stacks.

OVERKILL
Whenever a damage dice lands on 1, it causes the user 1 heat and is rerolled.

SITUATION RULES

TURNS

Players begin the first turn.

Turns **alternate friend/foe.**

If one side finishes all their turns, the other side takes their remaining turns in a row.

Turns occur in **any character order.**

The next ally turn is nominated by the previous ally who took their turn.

A **round ends** when **every character** has taken their turn.

Whichever side finishes the round, the other side starts the new round.

CONDITIONS

SLOWED
Can only take Standard Movement; no boosts or special movement.

IMMOBILIZED
Can't voluntarily move (can be involuntary moved).

STUNNED
Can't move or act (no overcharge). Evasion becomes 5. Automatically fail Hull and Agility checks/saves.

LOCK ON
Incoming attack can consume for +1 accuracy (hostiles only).

SHREDDED
Disables Armor and Resistance.

IMPAIRED
Gain 1 Difficulty on all attacks, saves, checks.

JAMMED
Comms disabled.
Weapon attacks disabled.
No reactions, tech actions, or tech benefits.

Remember: you or an adjacent ally can Stabilize to clear one of your conditions.

STATUSES

ENGAGED
Upon entering adjacency with a ≥ size foe, current movement halts and is lost. While Engaged (adjacent to foe(s)), take +1 Difficulty to ranged-weapon attacks.

PRONE
Slowed, all terrain is difficult, +1 Accuracy when targeted. Costs full standard movement to stand up from prone.

DANGER ZONE
While at ≥ half Heat.
No innate effect.
Used by some systems.

EXPOSED
2x Incoming Kinetic, Explosive, Energy damage before reductions.

SHUT DOWN
Clears AI cascades/ tech effects/ exposed/ all heat. Become Stunned + immune to tech effects.

HIDDEN*
See "Hide". Can't be targeted, except by AOEs. Ends upon making any attack or combative action, boosting, forcing a save, or losing cover.

INVISIBLE*
Incoming attacks have a 50/50 chance to miss before the standard attack roll.
Can Hide without cover.

INTANGIBLE
Ignore/ pass through/ immune to all non-intangibles.

* Approximate location remains known and visible on the map.

MOVEMENT

MANEUVERING

Difficult Terrain
2x move cost to enter.

Obstruction
Can't move through objects/foes ≥ size, can't stop in other characters' spaces.

Engagement
When entering adjacency with a foe ≥ size, current movement halts and is lost.

Lift / Drag
(Characters and Objects; via systems, etc.)

- Drag: Slowed, drag up to 2x your Size.
- Lift: Immobilized, lift up to your Size overhead.

Can't React while lifting/dragging.

Pilots, Flying mechs can only carry up to size 1/2 total.

VERTICAL MOVEMENT

Climb
Costs 2x per height.

Jump
Jump 1/2 Speed in a straight line forward; or, jump your Size upward + 1 forward.

Falling [1/ROUND]
At end of (any) current turn, and subsequently at end of your turns, **lose 10 altitude.**

On hitting ground from **3+** height, take **AP ⌀ Kinetic** equal to fall height (max 9 damage).

FLIGHT

While Flying

- Move along one **straight line horizontally** up to your speed, and **additionally** change **altitude** by up to your speed.
- **Extra movements** (boosting, etc.) allow their own flight line + altitude change.
- On turns you ascend to, and while **at altitude 10+** over any terrain: can **only move and boost; can't react** until you start a turn at <10 altitude.
- Immune to Prone.
- Begin to fall if you can't / don't move.
- Upon taking Structure or Stress damage, must make an Agility Check to avoid falling.

Hovering
You fly without needing to follow straight lines, and can remain airborne while stationary.